Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

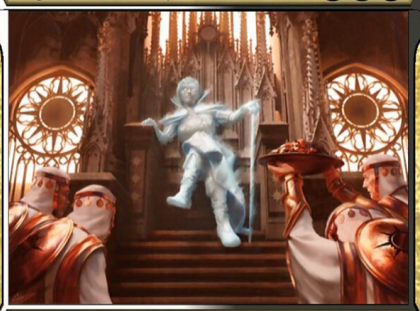
Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

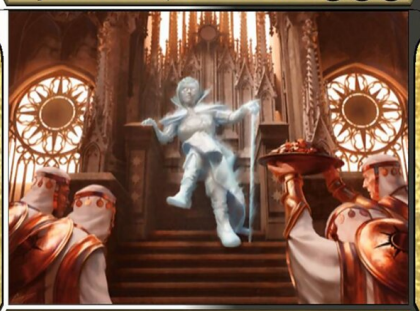
Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

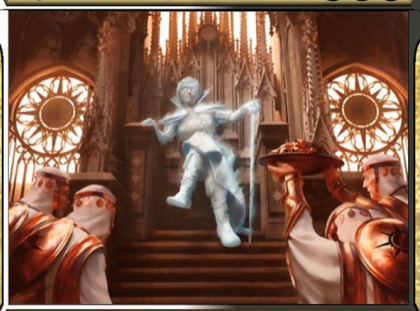
Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

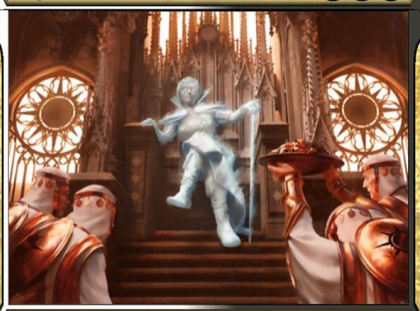
Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2



Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5

Teysa of the Ghost Council 2

Legendary Creature – Spirit Advisor A24

Starting intensity 0
When Teysa enters the battlefield, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.
Spirits you control get +X/+0, where X is Teysa's intensity.
At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.

David Astruga

0/5